AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine having an improved game display comprising:

an extendable display having an indicium, the extendable display further having a first position out of a field of view of a player and a second position in a field of view of a player;

a physical obstruction, the first position of the extendable display being located behind the physical obstruction;

a drive mechanism connected to the extendable display adapted to move the extendable display in a first direction from the first position to the second position and adapted to move the extendable display in a second direction from the second position to the first position; and

a central processing unit adapted to signal the drive mechanism to translate the extendable display between the first position and the second position.

2. (Previously Presented) The gaming machine as described in claim 1, wherein the game display has an aperture adapted to allow the player to view the extendable display in the second position.

Claim 3 (Cancelled)

4. (Original) The gaming machine as described in claim 1, wherein the drive mechanism rotates the extendable display between the first position and the second position.

5. (Original) The gaming machine as described in claim 1, wherein the drive mechanism linearly translates the extendable display between the first position and the second position.

6. (Previously Presented) The gaming machine as described in claim 1, wherein the extendable display is a flat-panel display adapted to display the indicium.

7. (Previously Presented) The gaming machine as described in claim 1, wherein the extendable display is a scroll mechanism having a plurality of indicia, each of the plurality of indicia being individually selectable.

8. (Currently Amended) A gaming machine having an improved game display comprising:

a plurality of extendable displays each having an indicium, each of the plurality of extendable displays having a first position located behind [[an]] and a distance away from a static obstruction, each of the plurality of extendable displays further having a second position observable to a player;

a drive mechanism selectably engageable to each of the plurality of extendable displays; and

a central processing unit adapted to select one of the plurality of extendable displays, the central processing unit further adapted to signal the drive mechanism to translate the selected extendable display between the first position and the second position.

9. (Original) The gaming machine as described in claim 8, wherein the drive mechanism rotates the extendable display between the first position and the second position.

10. (Original) The gaming machine as described in claim 8, wherein the drive mechanism linearly translates the extendable display from the first position to the second position.

11. (Previously Presented) The gaming machine as described in claim 8, wherein the drive mechanism comprises:

a plurality of shafts concentrically oriented; and

a plurality of motors, each of the plurality of motors adapted to drive one of the plurality of shafts, each of the plurality of shafts being connected to at least one extendable display.

12. (Previously Presented) The gaming machine as described in claim 8, wherein the drive mechanism comprises a plurality of solenoid valves, each solenoid valve being connected to one of the plurality of extendable displays, each of the plurality of solenoid valves adapted to linearly translate the extendable display.

13. (Currently Amended) A method for providing an improved game display for a gaming machine comprising:

locating an extendable display in the game display behind a physical obstruction at [[in]] a first position out of a field of view of a player;

moving the extendable display in a first direction to a second position in a field of view of a player with a drive mechanism controlled by a central processing unit; and

moving the extendable display in a second direction to return the extendable display to the first position behind the physical obstruction.

14. (Original) The method described in claim 13, wherein the extendable display has an indicium.

15. (Original) The method described in claim 14, wherein the game display has an aperture aligned with the second position of the extendable display.

Claim 16 (Cancelled)

17. (Original) The method described in claim 14, wherein the drive mechanism rotates the extendable display between the first position and the second position.

18. (Original) The method described in claim 14, wherein the drive mechanism linearly translates the extendable display between the first position and the second position.

19. (Currently Amended) A method for providing an improved game display for a gaming machine comprising:

locating a plurality of extendable displays behind [[an]] a physical obstruction in the game display, each of the plurality of extendable displays having an indicium;

selecting one of the plurality of extendable displays with a central processing unit; and

signaling a drive mechanism with the central processing unit to extend the selected extendable display into a field of view of a player.

20. (Currently Amended) The method described in claim 19, further comprising ~~determining~~ randomly selecting a game outcome, wherein the ~~game outcome determines the selected~~ extendable display is selected based on the randomly selected game outcome.

21. (Previously Presented) The method described in claim 19, wherein the drive mechanism rotationally translates the selected extendable display.

22. (Previously Presented) The method described in claim 19, wherein the drive mechanism linearly translates the selected extendable display.

23. (Currently Amended) A gaming machine having an improved game display comprising:

an extendable display having an indicium, the extendable display further having a first position out of a field of view of a player, the extendable display further having a second position partially in a field of view of a player, the extendable display further having a third position in a field of view of a player;

a static obstruction, the first position being located behind and a distance away from the static obstruction;

a drive mechanism connected to the extendable display; and

a central processing unit adapted to signal the drive mechanism to translate the extendable display from the first position to the second position, the central processing unit further adapted to signal the drive mechanism to translate the extendable display from the second position to the third position, whereby the player is unable to fully view the indicium until the extendable display is in the third position.

REMARKS

Claims 1-23 are presently pending. Claims 1, 8, 13, 19-20, and 23 have been amended. Claims 3 and 16 have been cancelled. Thus, claims 1-2, 4-15, and 17-23 remain pending in the present application.